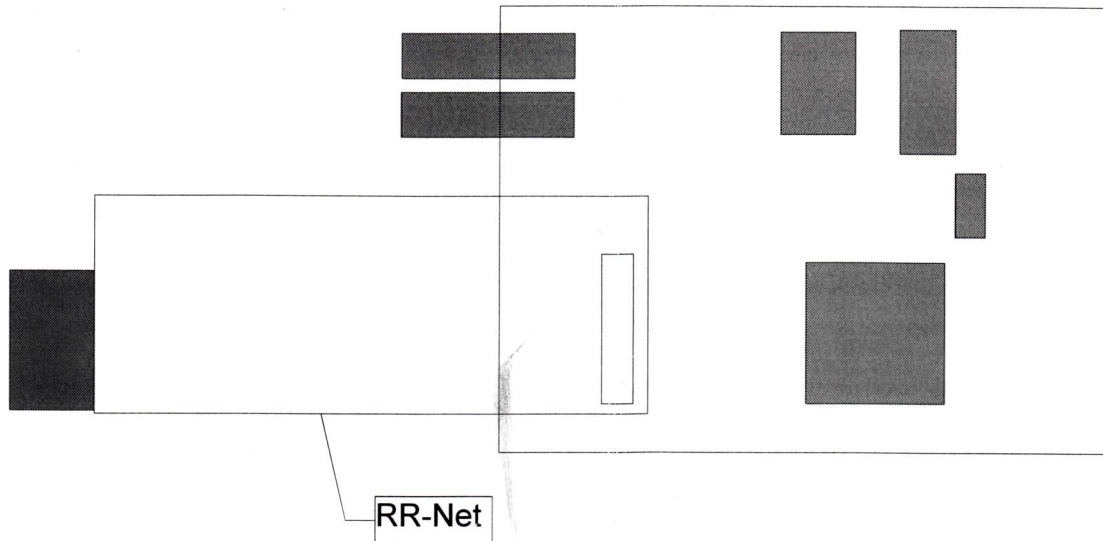


RR-Net installation



Be careful when plugging the RR-Net to the Retro Replay: Double-check that you do not connect the card shifted in any direction. Make sure that you hit both rows of the connector! Any wrong connection causes a short that can damage both the Retro Replay and the RR-Net. Defects caused by wrong installation are not covered by warranty!

Use the operating system Contiki to activate the card. Start with

```
LOAD"" ,8 <return>
```

and then RUN <return>.

to start. Contiki cannot dial up into the internet at this stage, so you must have an installed intranet to utilize the functionality of Contiki. Use a joystick to move the cursor to „configuration“. Hit the fire button once to open the configuration window.

The RR-Net driver is already pre-selected. Now you have to select an IP address for your C64. The IP address must be in the same subnet as the other computers in your intranet. If you have Windows, you can easily find out the subnet by using the „ipconfig“ command in a DOS box. Go online with your PC and type

```
ipconfig /all
```

in a DOS box to get the full configuration of your networking card. To choose an IP address in the same subnet, the first three of the four numbers must be the same. If for example the IP address of the Windows computer is 192.168.0.5, you can change the 5 to any other number (except 0 and 255), as long as no other computer in your network uses that. Numbers do not have to be consecutive, so you can choose any number that you can remember best, for example 192.168.0.64 for your C64.

„Netmask“ in the Contiki configuration windows is the same as „subnet mask“, and must be set to the same as on the Windows computer. „Gateway“ must be set to the same value as „Standard gateway“ on the Windows computer.

The PC may show more than one IP address under „DNS server“, just choose any of them for Contiki.

Contiki is now ready to be used, click on „save & close“ in the bottom left corner of the window. Click on „directory“ to start other programs like the web browser or the web server. When the webserver is started, you can access the C64 from any computer in your intranet through <http://192.168.0.64> (or whatever other IP address you chose).

Get updates of Contiki with the web downloader, it can download single files or full disks as d64 images.

Note: At the time of this printing, the pre-set start address „<http://contiki.c64.org>“ does not work. Try another URL before you blame it on the DNS server :-)

Retro Replay short docs

Note: This sheet only covers basic information on how to get started. Follow it step by step, as a mistake in the order of saving files may cause additional work. However, nothing can be damaged, you only may have to get files from <http://ar.c64.org> to rectify any mistake you made.

How to install

The cartridge is simply plugged into the 44-pin connector of your C64 or compatible computer. Mind the correct orientation! On any C64 desktop computer, the component side must face up.

On C64GS (game system) computers, the component side must face to the front.

On the SX64 portable computer, the component side must face to the front.

On any version of the C128, the component side must face up.

Jumpers

Retro Replay has two jumpers. One of them selects the rom bank, the other selects the „flashmode“ of your cartridge. For the first start, leave both jumpers open (factory setting).

First start

C128 users must enter „go64“ to activate the cartridge. The computer is not forced to the C64 mode! Holding down the C= key will select „install fastload“ automatically, no menu will be presented in this case.

The computer will start with a menu. Press F7 („install fastload“) to leave this menu. Your computer will start with a slightly changed startup screen.

Now you need an empty disk that will be your tooldisk. You need at least 100 free blocks on that disk.

Type the command „TOOL“ at the basic prompt and hit return, then follow the instructions on screen. ~~To play it safe, make another tooldisk using the same command.~~

Restart the computer, and load the file „FLASH UTIL NOTE!“. It contains further information about the Flash utility, and the procedures of flashing, dumping or erasing the flashrom of your Retro Replay.

Retro Replay is a product of the 21st century. You MUST have access to the internet to get the full support: All information you would have expected in a printed manual can be found on <http://ar.c64.org>, or in the files that have been stored to the disk you made on the „first start“. If there is anything you cannot find, send us an email:

count0@c64.org

for software questions (German/English)

jens@schoenfeld.de

for hardware questions (German/English)

Connecting a Silversurfer

Silversurfer is a serial interface that can be connected to the Retro Replay accessory connector (22-pin pinheader). There is only one way to connect it properly, it does not fit the other way round! Make sure that the small module is properly aligned, mistakes can cause a short which is not covered by warranty. Having enough light when working on hardware always helps. Take your time and double-check all connections! A very common mistake is to only hit one of the two pin rows, and this will damage both parts!

First aid

All problems reported by betatesters have been caused by contact problems. If something does not behave as expected, clean the edge connector and the jumpers with pure alcohol. Never use contact sprays!! Also move the jumpers back and forth if the flash utility complains.

NTSC note

Cartridges shipped in the US or in Japan are shipped with the first bank programmed with an NTSC rom image, version 3.8alpha. To activate, close the bank jumper.